

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device having a game operable upon a wager by a player, said gaming device comprising:

a cabinet;

a mechanical movable structure supported by the cabinet and having a plurality of different symbol groups displayed thereon, a plurality of said symbol groups each having a plurality of symbols, said movable structure operable to move to sequentially indicate each of the symbol groups in a same predefined plane;

a mechanical indicator supported by the cabinet and operable to oscillate ~~transversely~~ relative to the movable structure and independently from the movable structure to indicate one of the symbols from the symbol group indicated by the movable structure; and

at least one processor programmed ~~operable with the movable structure and the mechanical indicator~~ to cause the movable structure to move and then stop moving and position one of the symbol groups in the predefined plane to indicate ~~one of said~~ the symbol groups in the predefined plane, to cause the mechanical indicator to oscillate substantially parallel to said predefined plane and then stop oscillating to indicate one of the symbols from said indicated symbol group, and to provide an outcome to the player at least partially based on said indicated symbol.

Claim 2 (original): The gaming device of Claim 1, which includes an actuator controlled by the processor and operable to move the mechanical movable structure.

Claim 3 (original): The gaming device of Claim 1, which includes an actuator controlled by the processor and operable to oscillate the mechanical indicator.

Claim 4 (original): The gaming device of Claim 1, wherein the mechanical movable structure is positioned substantially horizontally relative to the cabinet, and wherein the mechanical indicator is positioned substantially horizontally relative to the cabinet and adjacent to the mechanical movable structure.

Claim 5 (original): The gaming device of Claim 1, wherein the mechanical movable structure is positioned substantially vertically relative to the cabinet, and wherein the mechanical indicator is positioned substantially vertically relative to the cabinet and adjacent to the mechanical movable structure.

Claim 6 (original): The gaming device of Claim 1, wherein the mechanical movable structure and mechanical indicator are operable to move at least partially simultaneously.

Claim 7 (original): The gaming device of Claim 1, wherein the processor is programmed to cause the mechanical indicator to indicate a plurality of the symbols of at least one of the symbol groups at least one time before stopping to indicate one of the symbols from the indicated symbol group.

Claim 8 (original): The gaming device of Claim 1, wherein the outcome at least partially based on said indicated symbol from the indicated symbol group is selected from the group consisting of: a designated award associated with said indicated symbol, a selection from a prize pool, at least one free game, an incrementing of a progressive meter, and any combination thereof.

Claim 9 (original): The gaming device of Claim 1, wherein the movement of the mechanical movable structure and the oscillation of the mechanical indicator are determined at least in part by a random generation.

Claim 10 (original): The gaming device of Claim 1, wherein the movement of the mechanical movable structure and the oscillation of the mechanical indicator are each individually determined at least in part by a separate random generation.

Claim 11 (original): The gaming device of Claim 1, which includes a video monitor supported by the cabinet and operable to display a game, wherein the mechanical movable structure moves in conjunction with said game.

Claim 12 (original): The gaming device of Claim 1, wherein the outcome is part of a secondary game triggered upon the occurrence of triggering event in the game operable upon a wager.

Claim 13 (original): The gaming device of Claim 1, wherein the mechanical movable structure is prism shaped.

Claim 14 (original): The gaming device of Claim 1, wherein the mechanical movable structure is operable only to display one symbol group at a time when said mechanical structure stops moving.

Claim 15 (original): The gaming device of Claim 1, wherein the mechanical movable structure is operable only to indicate one symbol group at a time when said mechanical structure stops moving.

Claim 16 (original): The gaming device of Claim 1, wherein the mechanical movable structure and the mechanical indicator are operable to move at least partially sequentially.

Claim 17 (original): The gaming device of Claim 1, wherein the mechanical movable structure and the mechanical indicator are operable to stop moving substantially simultaneously.

Claim 18 (currently amended): A gaming device having a game operable upon a wager by a player, said gaming device comprising:

a cabinet;

a mechanical rotatable structure supported by the cabinet and having a plurality of different symbol groups displayed thereon, a plurality of said symbol groups each having a plurality of symbols, said rotatable structure operable to rotate to sequentially indicate each of the symbol groups in a same predefined plane;

a mechanical indicator supported by the cabinet and operable to oscillate ~~transversely~~ relative to the rotatable structure and independently from the rotatable structure to indicate one of the symbols from the symbol group indicated by the rotatable structure; and

at least one processor programmed ~~operable with the rotatable structure and the mechanical indicator~~ to cause the rotatable structure to rotate and then stop rotating to position one of the symbol groups in the predefined plane to indicate ~~one of the said~~ symbol groups in the predefined plane, to cause the mechanical indicator to oscillate substantially parallel to said predefined plane and then to stop oscillating to indicate one of the symbols from said indicated symbol group, and to provide an outcome to the player at least partially based on said indicated symbol.

Claim 19 (original): The gaming device of Claim 18, which includes an actuator controlled by the processor and operable to rotate the mechanical rotatable structure.

Claim 20 (original): The gaming device of Claim 18, which includes an actuator controlled by the processor and operable to oscillate the mechanical indicator.

Claim 21 (original): The gaming device of Claim 18, wherein the mechanical rotatable structure is positioned substantially horizontally relative to the cabinet, and wherein the mechanical indicator is positioned substantially horizontally relative to the cabinet and adjacent to the mechanical rotatable structure.

Claim 22 (original): The gaming device of Claim 18, wherein the mechanical movable structure is positioned substantially vertically relative to the cabinet, and wherein the mechanical indicator is positioned substantially vertically relative to the cabinet and adjacent to the mechanical movable structure.

Claim 23 (original): The gaming device of Claim 18, wherein the mechanical rotatable structure and mechanical indicator are operable to move at least partially simultaneously.

Claim 24 (original): The gaming device of Claim 18, wherein the processor is programmed to cause the mechanical indicator to indicate a plurality of the symbols of at least one of the symbol groups at least one time before stopping to indicate one of the symbols from the indicated symbol group.

Claim 25 (original): The gaming device of Claim 18, wherein the outcome at least partially based on the indicated symbol from the indicated symbol group is selected from the group consisting of: a designated award associated with said indicated symbol, a selection from a prize pool, at least one free game, an incrementing of a progressive meter, and any combination thereof.

Claim 26 (original): The gaming device of Claim 18, wherein the rotation of the mechanical rotatable structure and the oscillation of the mechanical indicator are determined at least in part by a random generation.

Claim 27 (original): The gaming device of Claim 18, wherein the rotation of the mechanical rotatable structure and the oscillation of the mechanical indicator are each individually determined at least in part by a separate random generation.

Claim 28 (original): The gaming device of Claim 18, which includes a video

monitor supported by the cabinet and operable to display a game, wherein the mechanical rotatable structure rotates in conjunction with said game.

Claim 29 (original): The gaming device of Claim 18, wherein the outcome is part of a secondary game triggered upon the occurrence of triggering event in the game operable upon a wager.

Claim 30 (original): The gaming device of Claim 18, wherein the mechanical rotatable structure is prism shaped.

Claim 31 (original): The gaming device of Claim 18, wherein the mechanical rotatable structure is operable to only display one symbol group at a time when said mechanical structure stops rotating.

Claim 32 (original): The gaming device of Claim 18, wherein the mechanical rotatable structure is operable to only indicate one symbol group at a time when said mechanical structure stops rotating.

Claim 33 (original): The gaming device of Claim 18, wherein the mechanical rotatable structure and the mechanical indicator are operable to move at least partially sequentially.

Claim 34 (original): The gaming device of Claim 18, wherein the mechanical rotatable structure and the mechanical indicator are operable to stop moving substantially simultaneously.

Claim 35 (currently amended): A gaming device having a game operable upon a wager by a player, said gaming device comprising:

a cabinet;

a mechanical movable structure supported by the cabinet and having a plurality of different symbol groups displayed thereon, a plurality of said symbol groups each having a plurality of symbols, said movable structure operable to move to sequentially indicate each of the symbol groups in a same predefined plane;

a mechanical indicator supported by the cabinet and operable to oscillate ~~transversely~~ relative to the movable structure and independently from the movable structure; and

at least one processor programmed ~~operable with the movable structure and the mechanical indicator~~ to cause the mechanical indicator to oscillate substantially parallel to said predefined plane and then stop oscillating, to cause the movable structure to move and then stop moving to position one of the symbol groups in the predefined plane to indicate ~~one of the said~~ symbol groups in said predefined plane and such that the mechanical indicator indicates one of the symbols from said indicated symbol group, and to provide an outcome to the player at least partially based on said indicated symbol.

Claim 36 (original): The gaming device of Claim 35, which includes an actuator controlled by the processor and operable to move the mechanical movable structure.

Claim 37 (original): The gaming device of Claim 35, which includes an actuator controlled by the processor and operable to oscillate the mechanical indicator.

Claim 38 (original): The gaming device of Claim 35, wherein the mechanical movable structure is positioned substantially horizontally relative to the cabinet, and wherein the mechanical indicator is positioned substantially horizontally relative to the cabinet and adjacent to the mechanical movable structure.

Claim 39 (original): The gaming device of Claim 35, wherein the mechanical movable structure is positioned substantially vertically relative to the cabinet, and wherein the mechanical indicator is positioned substantially vertically relative to the cabinet and adjacent to the mechanical movable structure.

Claim 40 (original): The gaming device of Claim 35, wherein the mechanical movable structure and mechanical indicator are operable to move at least partially simultaneously.

Claim 41 (original): The gaming device of Claim 35, wherein the processor is programmed to cause the mechanical indicator to indicate a plurality of the symbols of at least one of the symbol groups at least one time before stopping to indicate one of the symbols from the indicated symbol group.

Claim 42 (original): The gaming device of Claim 35, wherein the outcome at least partially based on said indicated symbol from the indicated symbol group is selected from the group consisting of: a designated award associated with said indicated symbol, a selection from a prize pool, at least one free game, an incrementing of a progressive meter, and any combination thereof.

Claim 43 (original): The gaming device of Claim 35, wherein the movement of the mechanical movable structure and the oscillation of the mechanical indicator are determined at least in part by a random generation.

Claim 44 (original): The gaming device of Claim 35, wherein the movement of the mechanical movable structure and the oscillation of the mechanical indicator are each individually determined at least in part by a separate random generation.

Claim 45 (original): The gaming device of Claim 35, which includes a video monitor supported by the cabinet and operable to display a game, wherein the



mechanical movable structure moves in conjunction with said game.

Claim 46 (original): The gaming device of Claim 35, wherein the outcome is part of a secondary game triggered upon the occurrence of triggering event in the game operable upon a wager.

Claim 47 (original): The gaming device of Claim 35, wherein the mechanical movable structure is prism shaped.

Claim 48 (original): The gaming device of Claim 35, wherein the mechanical movable structure is operable to only display one symbol group at a time when said mechanical structure stops moving.

Claim 49 (original): The gaming device of Claim 35, wherein the mechanical movable structure is operable to only indicate one symbol group at a time when said mechanical structure stops moving.

Claim 50 (original): The gaming device of Claim 35, wherein the mechanical movable structure and the mechanical indicator are operable to move at least partially sequentially.

Claim 51 (original): The gaming device of Claim 35, wherein the mechanical movable structure and the mechanical indicator are operable to stop moving substantially simultaneously.

Claim 52 (currently amended): A gaming device having a game operable upon a wager by a player, said gaming device comprising:

a cabinet;

a mechanical rotatable structure supported by the cabinet and having a plurality of different symbol groups displayed thereon, a plurality of said symbol groups each having a plurality of symbols, said rotatable structure operable to rotate to sequentially indicate each of the symbol groups in a same predefined plane;

a mechanical indicator supported by the cabinet and operable to oscillate ~~transversely~~ relative to the rotatable structure and independently from the rotatable structure; and

at least one processor programmed ~~operable with the rotatable structure and the mechanical indicator to~~ cause the mechanical indicator to oscillate substantially parallel to said predefined plane and then to stop oscillating, to cause the rotatable structure to rotate and then stop rotating to position one of the symbol groups in the predefined plane to indicate ~~one of the said symbols groups in said predefined plane~~, such that the mechanical structure indicates one of the symbols from said indicated symbol group, and to provide an outcome to the player at least partially based on said indicated symbol.

Claim 53 (original): The gaming device of Claim 52, which includes an actuator controlled by the processor and operable to rotate the mechanical rotatable structure.

Claim 54 (original): The gaming device of Claim 52, which includes an actuator controlled by the processor and operable to oscillate the mechanical indicator.

Claim 55 (original): The gaming device of Claim 52, wherein the mechanical rotatable structure is positioned substantially horizontally relative to the cabinet, and wherein the mechanical indicator is positioned substantially horizontally relative to the cabinet and adjacent to the mechanical rotatable structure.

Claim 56 (original): The gaming device of Claim 52, wherein the mechanical rotatable structure is positioned substantially vertically relative to the cabinet, and wherein the mechanical indicator is positioned substantially vertically relative to the cabinet and adjacent to the mechanical rotatable structure.

Claim 57 (original): The gaming device of Claim 52, wherein the mechanical rotatable structure and mechanical indicator are operable to move at least partially simultaneously.

Claim 58 (original): The gaming device of Claim 52, wherein the processor is programmed to cause the mechanical indicator to indicate a plurality of the symbols of at least one of the symbol groups at least one time before stopping to indicate one of the symbols from the indicated symbol group.

Claim 59 (original): The gaming device of Claim 52, wherein the outcome at least partially based on the indicated symbol from the indicated symbol group is selected from the group consisting of: a designated award associated with said indicated symbol, a selection from a prize pool, at least one free game, an incrementing of a progressive meter, and any combination thereof.

Claim 60 (original): The gaming device of Claim 52, wherein the rotation of the mechanical rotatable structure and the oscillation of the mechanical indicator are determined at least in part by a random generation.

Claim 61 (original): The gaming device of Claim 52, wherein the rotation of the mechanical rotatable structure and the oscillation of the mechanical indicator are each individually determined at least in part by a separate random generation.

Claim 62 (original): The gaming device of Claim 52, which includes a video monitor supported by the cabinet and operable to display a game, wherein the

mechanical rotatable structure rotates in conjunction with said game.

Claim 63 (original): The gaming device of Claim 52, wherein the outcome is part of a secondary game triggered upon the occurrence of triggering event in the game operable upon a wager.

Claim 64 (original): The gaming device of Claim 52, wherein the mechanical rotatable structure is prism shaped.

Claim 65 (original): The gaming device of Claim 52, wherein the mechanical rotatable structure is operable to only display one symbol group at a time when said mechanical structure stops rotating.

Claim 66 (original): The gaming device of Claim 52, wherein the mechanical rotatable structure is operable to only indicate one symbol group at a time when said mechanical structure stops rotating.

Claim 67 (original): The gaming device of Claim 52, wherein the mechanical rotatable structure and the mechanical indicator are operable to move at least partially sequentially.

Claim 68 (original): The gaming device of Claim 52, wherein the mechanical rotatable structure and the mechanical indicator are operable to stop moving substantially simultaneously.